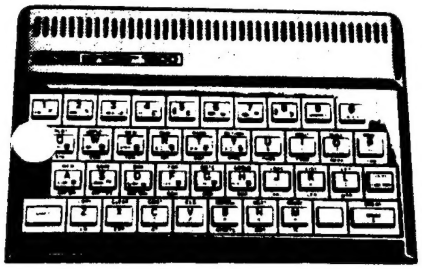


TIMELINEZ

Volume 2 Issue 7 JULY 1984 $1.00

MODEM OWNER DIRECTORY
SCRABBLE SCORE PROGRAM
UPLOADING TO 2068
T/S S/W CONSOLIDATION
SPECIAL ANNOUNCEMENTS
WAR IN THE EAST REVIEW

MODEM OWNERS

As you know, there are several national telecommunication services available to owners of modems. Two which are of direct interest to T/S users are THE SOURCE and COMPUSERVE.

If you bought the Westridge (nee Timex) 2500, you probably were provided with a free membership to THE SOURCE. This is a very comprehensive service. However, THE SOURCE does not include any features of direct interest to T/S users per se.

COMPUSERVE is the other major service and it does include some sections dealing with the Timex/Sinclair world. For a complete report on COMPUSERVE, see Norm Lehfeldt's article in the last issue of Timelinez.

As indicated elsewhere in this issue of Timelinez, there is now a national bulletin board (BBS) dedicated to the Timex/Sinclair computer. It is called the Zebra Systems BBS.

In addition, John (Sunset Electronics) has a list of about 45 bulletin boards in the Bay Area, although his list does not include PDSE (Public Domain Software Exchange) at (408)735-7190.

What is needed at this point is a directory of Bay Area Timex/Sinclair users who own modems. As a starting point, names were secured at the June meetings of the three user groups. These are listed in the next column.

TIMELINEZ (c) is the joint publication of three Timex/Sinclair User Groups in the San Francisco / Oakland / San Jose Bay Areas. Old and new members are always welcome - so are experienced hardware and software hackers as well as beginners. Hope to see YOU at our next meeting.

EBZUG	3rd. Thu.	7/19	8/16
PUG	3rd. Sun.	7/15	8/19
SVSTUG	Last Tue.	7/31	8/28

FIRST LIST OF BAY AREA MODEM OWNERS

OWNER		PHONE	*
Chet	Arthur	To Be Provided	B
Walt	Gaby	(415) 921-6077	W
Bob	George	To Be Provided	B
Terry	Greenlee	(408) 985-8391	W
John	Hancock	(415) 343-3057	W
Adam	Heilbrun	(415) 655-5152	O
Jerry	Jones	To Be Provided	O
Norm	Lehfeldt	(415) 285-0643	B
Jim	March	(415) 562-6121	B
Don	Marks	(415) 561-5875	W
Terry	Meade	(415) 556-9840	B
Bill	Miller	(408) 253-3175	O
Pat	Morrissey	(415) 952-5068	W
Bob	Smith	(415) 841-0402	B
Mark	Waller	To Be Provided	W

* W = Westridge 2050
B = Byte Back
O = Other

If you have a modem and wish to be in the Bay Area T/S Directory please call:

Walt Gaby
(415) 921-6077

T/S BEATS IBM!

Fred Gruenberger in the April issue of Scientific American gives the following test of precision for calculations. Enter 1.0000001 and square 27 times. For Sinclair BASIC this would be:

```
10 LET X=1.0000001
20 FOR N=1 TO 27
30 LET X=X↑2
40 NEXT N
50 PRINT X
```

The correct result is 674530.47 to eight places. The above test results in a 5.33% error. For the Apple IIe, 98.63% error; for IBM PC, 1212.06% error.

If you should "upgrade" to a more expensive computer, you might want to keep your T/S around for better precision.

Bob Orrfelt.

SCRABBLE SCORE

Load the program with LOAD "SS". After the initial graphics, the screen will ask, "HOW MANY PLAYERS?". Respond by entering a number 2, 3 or 4 and ENTER.

Then the screen asks, "WHAT ARE THEIR NAMES?". Enter each name (up to 12 letters) followed by ENTER. After all the names have been entered, the game format comes on the screen.

As each name is shown on the screen, for example, "ENTER NEW WORDS FOR: KEN", enter the words that that KEN has played. The computer calculates the number score for each word, adds it to the previous score, and brings up the next name. If the score is zero, just press ENTER.

Since the value of a blank tile is zero, for a word with a blank tile in it, just skip the blank, for example, H(A)T, key in HT.

For a word that receives a double score, enter the word twice, for example, key HATHAT, then press ENTER.

For a double letter score, just enter that letter twice, for example, HATT.

If you have more than one word, just keep entering them, for example, MOB NOT BE (but do not enter spaces between them).

For double letters: MOBBNOTBE
For double words: MOBMOBNOTBE
For both: MOBBMOBBNOTBE

If your multiple words are longer than 32 characters, then enter your 32 characters and ENTER, then keep pressing ENTER until your name comes around again in the phrase "ENTER NEW WORDS FOR: Name", and enter the rest of your words.

For a double, double word, key in the word four times before using ENTER.

For a triple, triple word, key in the word nine times before using ENTER.

For a 50 point bonus at the end of a game, key in QQQQQ at the end of your words (the number value for a Q is 10).

At the end of the game, if you have tiles unplayed, you must subtract these tiles from your score (unless another player has used up all of his/her tiles, then all the left over tiles are added to that person's score). To subtract letters (as the screen prompts) key ZZ ENTER, then enter all your letters and press ENTER. This subtracts these letters from your score. To subtract, each player must key ZZ ENTER, and then enter all his/her remaining letters and press ENTER. If a player forgets to key ZZ ENTER, and therefore adds instead of subtracts, just key ENTER until their name "comes around again", and then key ZZ ENTER, then enter the letters twice and press ENTER.

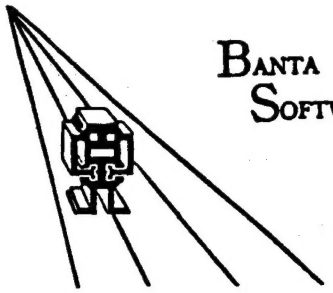
The screen also asks if you want to play again with the same (SS) or new (NN) players. By entering SS or NN and ENTER, the appropriate routine will be executed.

If you should enter something other than letters (for example, a number or -Q) you will get an "error code" B/470. Then just key GOTO 275 ENTER to get back your scoreboard.

Tips for keying in the program. Lines 325-345 contain 30 spaces after the two letters.

```
  1 SLOW
  3 PRINT AT 7,5;"SCRABBLE SCOR
E: ""SS"""
  5 PAUSE 60
 10 PRINT AT 10,14;"BY"
 15 PAUSE 60
 20 PRINT AT 13,7;"KENDRIC C. S
MITH"
 25 PAUSE 60
 50 FOR X=3 TO 26
 55 LET Y=4
 60 GOSUB 140
 65 NEXT X
 70 FOR Y=4 TO 16
 75 LET X=26
 80 GOSUB 140
 85 NEXT Y
 90 FOR X=26 TO 3 STEP -1
 95 LET Y=16
100 GOSUB 140
105 NEXT X
110 FOR Y=16 TO 4 STEP -1
115 LET X=3
120 GOSUB 140
125 NEXT Y
130 PAUSE 120
135 GOTO 200
140 PRINT AT Y,X;"■"
145 RETURN
200 CLS
205 PRINT AT 11,7;"HOW MANY PL
AYERS"
207 PRINT AT 20,0;"KEY IN NUMBE
R AND PRESS ""ENTER"""
210 INPUT Y
215 CLS
220 PRINT AT 11,5;"WHAT ARE TH
EIR NAMES"
222 PRINT AT 20,0;"KEY IN A NAM
E AND PRESS ""ENTER"""
225 DIM A$(Y,12)
230 FOR N=1 TO Y
235 INPUT A$(N)
240 NEXT N
245 CLS
250 DIM B$(Y,4)
255 DIM C$(Y,32)
260 FOR N=1 TO Y
262 LET Z=530
265 LET B$(N)="0"
270 NEXT N
272 PRINT "          SCRABBLE SCO
RE          "
```

```
 275 PRINT AT 2,2;"[redacted]";AT 2,
15;"[redacted]"
 280 PRINT
 285 FOR N=1 TO Y
 290 PRINT N;"  ";A$(N);"  ";B$(
N)
 295 NEXT N
 297 PRINT AT 16,0;"[redacted]
[redacted]"
 298 PRINT AT 17,1;"EACH PLAYER
ENTER ""ZZ ENTER""   BEFORE ENT
ERING LAST LETTERS"
 300 PRINT AT 20,0;"[redacted]
[redacted]"
 305 PRINT AT 21,3;"SAME OR NEW
PLAYERS? (SS/NN)"
 310 FOR N=1 TO Y
 315 PRINT AT 10,0;"ENTER NEW WO
RDS FOR:";" ";A$(N)
 320 INPUT C$(N)
 322 FAST
 325 IF C$(N)="SS
                " OR C$(N)="NN
                              " THE
N CLS
 330 IF C$(N)="SS
                " THEN GOTO 260
 335 IF C$(N)="NN
                " THEN GOTO 205
 340 IF C$(N)="ZZ
                " THEN LET Z=553
 345 IF C$(N)="ZZ
                " THEN GOTO 370
 350 LET S$=C$(N)
 360 GOTO 400
 370 INPUT S$
 400 DIM S(26)
 401 LET S(1)=1
 402 LET S(2)=3
 403 LET S(3)=3
 404 LET S(4)=2
 405 LET S(5)=1
 406 LET S(6)=4
 407 LET S(7)=2
 408 LET S(8)=4
 409 LET S(9)=1
 410 LET S(10)=8
 411 LET S(11)=5
 412 LET S(12)=1
 413 LET S(13)=3
 414 LET S(14)=1
 415 LET S(15)=1
 416 LET S(16)=3
 417 LET S(17)=10
 418 LET S(18)=1
 419 LET S(19)=1
 420 LET S(20)=1
 421 LET S(21)=1
 422 LET S(22)=4
 423 LET S(23)=4
 424 LET S(24)=8
 425 LET S(25)=4
 426 LET S(26)=10
 440 LET W=0
 450 FOR I=1 TO (LEN S$)
 460 LET X=CODE S$(I)-37
 465 IF CODE S$(I)=0 THEN GOTO 5
30
 470 LET W=W+S(X)
 480 NEXT I
 500 GOTO Z
 530 LET B$(N)=STR$ (VAL B$(N)+V
AL "W")
 540 PRINT AT (2+(N+1)),0;N;"   "
;A$(N);"  ";B$(N)
 545 NEXT N
 550 GOTO 310
 553 LET B$(N)=STR$ (VAL B$(N)-V
AL "W")
 555 GOTO 540
 560 SAVE "S[redacted]"
 570 GOTO 1
```

BANTA SOFTWARE

SCREEN-CALC is a spreadsheet which holds 1008 cells containing an 8 letter name and a number. Up to 100 user defined functions evaluate cells; other features include loops, if..then ..else, sums & averaging. Easy to use menu operation. complete 24 page manual $19.95

Now available for 2068: smaller version for 1000/1500, other utility programs and games for all TIMEX & ZX computers. Write for complete catalog

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The Programmer's Utility EPROM contains utility routines for editing Basic programs. The software has several unique features for easy use.

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The 2K 2716-1 EPROM is completely relocatable, plugging into any socket on the Hunter board. This allows use with other EPROMs or peripherals. The eight utility routines in the EPROM are:

Renumber	- renumbers any part of a Basic program listing, including GOTOs and GOSUBs.
Copy	- duplicates a block of Basic lines and renumbers.
Search	- finds all matches to an input string and prints the line numbers. Input string can include characters, commands, functions, and graphics.
Delete	- deletes a block of lines from the Basic listing.
Merge	- merges two or more Basic programs.
REM Kill	- deletes the REMarks statements from a block of lines.
Free Space	- prints the size of free memory.
Unlock	- stops autorun programs after loading.

contains just the right combination of utilities at a very reasonable price - Triangle Sinclair User's Group

well-designed tool - Syscware News

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P.O. Box 72206
Corpus Christi, TX 78472

$18.50 U.S. and Canada
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Price includes postage and handling.

T/S 1000 Programs On The 2068

by Norm Lehfeldt

The editors of Synchro-Sette Magazine reported in their March issue that they have found one T/S 1000-to-2068 conversion program that can be made to work.

It is Firstloader published as a listing in the December '83 issue of SYNTAX and available on tape for $19.95 from E-Z Key, Suite 75-stx, 711 Southern Artery, Quincy, MA 02169 (617 773-1187).

In the article, Synchro-Sette points out that great care must be taken to be sure you have a clean copy of the 1000 program you wish to convert before attempting to load it into the 2068. They suggest disconnecting the "ear" cable during recording as one precaution to take. I would also suggest that new tape of the highest quality be used and also that you be sure your machine uses A.C. erase. Some cheaper machines use a permanent magnet as an erase head and, this can lead to noise build-up as the tape passes through such a machine repeatedly.

Synchro-sette says that once you have got Firstloader into your 2068, you should position your 1000 program tape past the video sync buzz into the approximately five seconds of silence that precedes the actual program. If your tape is noisy here, it is probably too noisy for successful loading and conversion.

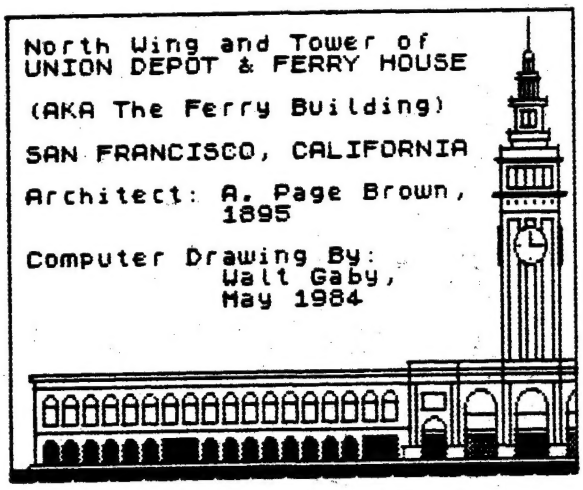
After your program is loaded it must be edited to replace or modify such commands as SLOW, FAST, PLOT, SCROLL, etc., which are absent or different on the 2068.

According to Synchro-sette, they were able to convert programs every time as long as the T/S 1000 program tapes were very, very clean.

As everyone is aware now, programs containing machine code are not directly convertible. But if you have some favorite all-BASIC programs, you may be able to save yourself some time over hand-keying them into your 2068.

Syncho-Sette plans to discontinue publishing in the Fall, but back issues and software are still available from the S & S Co., 388 W. Lake St., Addison, Il 60101 (312 628-8955).

-#-



H M J R D T J D E W W I S Y C H
C T P I H T S R I K O U S U A X
H G H E E E F O O P F X M S T J
D V C I L K M W V U T C E Y U F
D Z U Z S G I F O R P D Q Y L E
O D Z N F Z O L I M R X U M V S
A U C E I H N T A E O H C T A W
P E Z X Q A B K K R G Z M P T O
X W C T Q T E G W R R B S S V N
T I M E L I N E Z N A H F O F U
C I D Z H A E W A U M V M K S G

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THE HIDDEN WORDS ARE:

WATCH
NEXT
OF
FOR
PROGRAM
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PUZZLES
THIS
THE
ISSUE
TIMELINEZ
A
TO
WORD
LIKE

E B Z U G

East Bay Z80 User's Group

Meetings begin at 7:30 pm:

July 19, 1984
Aug. 16, 1984

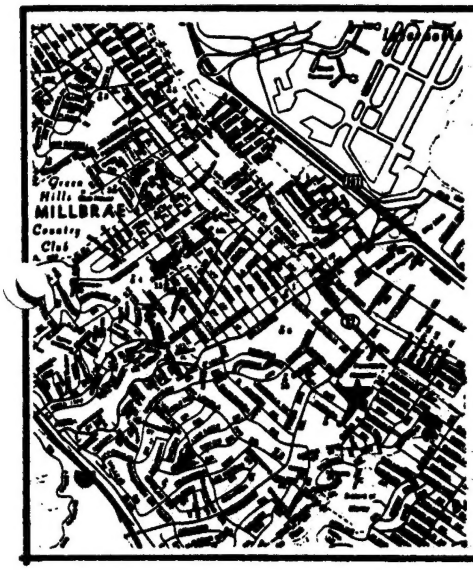
We currently use the public meeting room of the West Branch of the Berkeley Public Library. Meetings are generally on the third Thursday of each month - watch for announced changes in this box. Tables and limited power outlets are available (bring power strips) so your equipment is always welcome.

For more information contact:

Joel Brody
3807 Elston
Oakland, CA 94602
(415) 531-6566

Or (Newsletter Ed. and Info.)

Rick Link
654 40th Street
Richmond, CA 94805
(415) 234-3310



PENINSULA USERS GROUP - PUG

Meetings are held on the 3rd Sunday of each month, 1 P.M.

July 15
Aug. 19

Meet. rooms are on lower floor.

NOTE: Please use the entrance on the north side of the hospital. Also try to park on north side, not in visitor's lot. THANKS.

Electrical outlets and tables are available so bring your equip. and extension cords if possible. Cafeteria service is available and families are welcome. Hope to see you soon.

PEN. HOSPITAL
1783 EL CAMINO
BURLINGAME

MEMBERSHIP SCHEDULE:

FULL (Newsletter and S/W library privileges) $15/YR

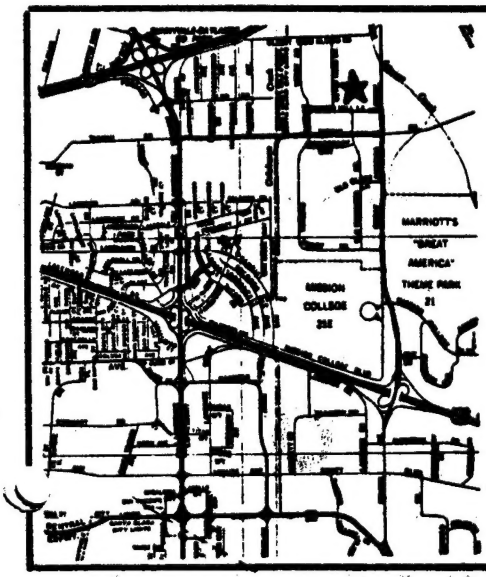
PARTIAL (Newsletter only) $10/YR

For more information contact:

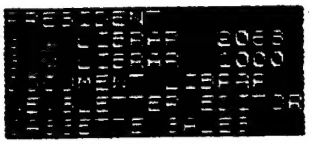
George Mactridge
263 Gateway #107
Pacifica, CA 94044
(415) 359-3198

Send newsletter contributions:

Frank Moura
888 Chenery St.
San Francisco, CA 94131
(415) 333-2231



Silicon Valley SINCLAIR/[redacted]
User Group (SVS/[redacted]UG)
P.O. BOX 4133
Santa Clara, CA 95054-0133
(408) 738-2888 X4579



Rita Carr
Jack Dohany
Marvin Elwell
Jerry Jones
Bill Miller
Mark Waller

SVS/[redacted]UG meets the last Tuesday of the month at:
Dysan Corp. Headquarters
5201 Patrick Henry Drive
Santa Clara

Upcoming meetings:

July 31
Aug. 28

Dear Ladies and Gentlemen:

Since the demise of "SYNC" and other publications following the withdrawal of Timex from the computer market I find it very difficult to find good programs for the Timex/Sinclair family of computers.

Possibly you and the members of your users group have had the same experience. Even many of the news letters have withdrawn from the market. I plan to collect and publish the most complete collection of original programs for the Timex/Sinclair available. However, not having enough time or ability to write several hundred original programs myself I am asking for contributions from the various users groups.

I am not asking for free use of any programs, all programs used will result in some compensation to the contributor. I haven't worked out the exact formula but something in the neighborhood of 50% of all profits will be divided among the various contributors.

What I am looking for is original programs of any type and length. I would like to select the 50 or 100 best in each of several categories so that a Timex/Sinclair user could have one group of publications which would supply him or her with every program they might possibly have a need for.

If any one in your group is interested please have them contact me or send a listing of any short program they might like to submit for publication. If the program is very lengthy please include a tape of the program. If you want the tape returned please include a self addressed stamped envelope. A simple statement that you are submitting the program, that it is an original program, and that it is available for publication provided you get to share in any profits generated by its publication, would be appreciated.

Credit will be given to each individual that submits a program also. The categories I had in mind are: Business, Household, Games, Educational and possibly others.

If you would read this at your next meeting and make available the enclosed forms for any one that is interested I would very much appreciate it. I will keep your group posted on the progress of this undertaking even if no one submits any thing for publication. Thanks for your interest and cooperation.

Kind regards,

Frank P. Dunkelberg
Lt. Col., USAF Retired

To: Lt. Col. Frank P. Dunkelberg
5723 Marine Pkwy
Mentor on the Lake, Ohio 44060
Phone: 216 464 7550

I am submitting an original program which you have my permission to use and publish, provided I get to share in the profits derived from such publication.

This program is original. It is called

_____

I have included a tape. Yes ___ No ___

Name: _____

Address: _____

_____

Date: _____

Signature: _____

Phone: (Optional) _____

Note: Mark name and address on all program listings and/or tapes.

BANTA SOFTWARE announces the release of their SCREEN-SOLV electronic worksheet. This program is intended for use by engineers scientists, technicians and others who have need to solve algebraic or trignometric equations and definite integrals. Up to 28 equations can be entered in algebraic form. Integrals are entered using the standard long S integral sign and limits. For example, the well known quadratic equation and the integral of SIN e would be entered:

$$X = \frac{-B + \sqrt{B^2 - 4AC}}{2A} \qquad Y = \int_0^m SIN\ e\ de$$

The integrations are done using a 10 part Gaussian approximation which gives accurate results for most continuous functions. The SCREEN-SOLV program allows the use of up to 48 user defined variable names of one to five characters which may include the commonly used Greek letters. In addition the user can store values in six arrays of 96 elements each.
Equations can be assembled into a program by simply listing the variable names which appear on the left side of the equal signs or by listing the equations by number; names and numbers can be mixed and listed in any order. The program section of SCREEN-SOLV also includes IF, GO TO, GO SUB and LOOP features. A total of 288 program steps can be accommodated.
The values of unknowns are automatically requested by the program. The results are automatically displayed in tabular form or they can be displayed in graphical form using the built in PLOT routine.
The SCREEN-SOLV program runs on the [redacted] Sinclair 2068 computer using the standard 48K internal memory.

NEW ZEBRA SYSTEMS BULLETIN BOARD FOR TIMEX / Sinclair USERS
(212) 296-2229

To All Timex Modem Users,

Zebra Systems, Inc. is proud to announce that the Zebra Systems BBS is now on-line and available to callers.

The Zebra Systems BBS is devoted to Timex/Sinclair users nationwide. Available 24 hours a day, 7 days a week it will be a central information exchange for Timex / Sinclair Computer owners across the U.S.A. Access to the BBS will be free of charge (Only telephone company charges apply.), we do not charge for connect-time.

Features include:

- **General Message Base for conversing with Users Nation-wide.**
- **SIGS (Special Interest Groups) pertaining to the TS-1000 & TS-2068.**
- **E-Mail Section for User-to-User private mail.**
- **Zebra Systems Shop-at-Home service for Timex/Sinclair related products.**
- **Up-To-Date News on Timex happenings, new products, product reviews, etc.**

Zebra Systems BBS is on line and ready for your call at
(212) 296-2229.

Call now and join the growing number of Timex Telecommunications Network Users.

RESTON PUBLISHING COMPANY, INC. A Prentice-Hall Company
11480 Sunset Hills Road • Reston, Virginia 22090 (703) 437-8900

As of this date we will no longer be able to fill orders for Timex product - with the following exceptions:

R4255-7 Mastering Machine Code on Your Timex Sinclair 1500/1000, Baker
R0347-6 BASIC Basics for the Timex Sinclair 1500/1000, Barnett and Barnett

We can also take orders on a Timex title in production (due in July), Joseph Carr's Timex Sinclair 2068, 1500 and 1000 Machine Language Programming and Interfacing. (Please note title change to include 2068 computer!).

All other titles (both books and software, including the Gladstone math series) have been sold and are out of stock (and print).

People in real need of these can be directed to:

Carol
The Mediators, Inc.
655 Madison Avenue
New York, NY 10021
212/888-7900

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NEW FOR THE 2068
TASWORD
64 Column Word Processor $49.95

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64 Column Screen Display $19.95

WE CLEANED OUT THE TIMEX WAREHOUSE!
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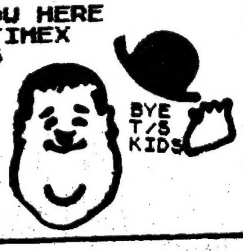
SPECIAL CLOSEOUT ON ALL HINDWARE S/W FOR 1000/1500
$1-$5 (Fastload)

MODEMS NOW HERE FOR ALL TIMEX COMPUTERS



COMPLETE SELECTION OF TIMEX/SINCLAIR SOFTWARE
SUNSET ELECTRONICS
(415) 665-8330
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Monday through Saturday 10-6 • Sunday 10-3

REVIEW: War in the East

REVIEWER: Donald H. Marks

RATING: Excellent

AVAILABILITY: Locally - Sunset Electronics. By Mail - Mark Stueber (the author), 1102 Atlee Rd., Mechanicsville, VA 23111 and also from many T/S software distributors.

War in the East is a truly enjoyable strategy program available in a 16K version for the 1000/1500 and a 32K version for the 2068. It is definitely not of the arcade game genre and offers much more to do than blast aliens. The program opens with a map of Central Europe, with Berlin to the west and Moscow to the east. There are forests, seas, swamps, and cities. The battle represents the invasion by the German Army of Russia in July 1941. The objective is for the German Army (you) to capture and hold Moscow (the computer) for four months. The battle lasts thirty months (turns) or two to three hours. There are eleven different types of allied and axis army troop and tank units, each with a different strength and mobility. Each month (turn) consists of a German move for each unit, attacks where required, Russian move for each unit, attacks, and reinforcements. The weather changes with the season and influences German mobility. Attack can be planned based on comparative troop strength, but outcome is not absolutely predictable. Good strategy can prevail but is affected by morale, supply lines, weather and other wartime factors. War in the East is a color and sound game (print out from the 2040 printer follows). I heartily recommend this game for all Timex/Sinclair users.

TIMELINEZ is your newsletter. It will be as good as you make it. How about contributing an article, review, letter or whatever?

If you purchase an item advertised in TIMELINEZ please let the sponsor know where you found his ad. THANKS

TIMELINEZ
P.O. BOX 1312
PACIFICA CA 94044

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Published monthly by the Timex/Sinclair user groups in the San Francisco-Oakland-San Jose areas. Sent to all current members. $15 dues paid to local group.

Publishing deadline is the first weekend of each month. All correspondence should be mailed to the address above.

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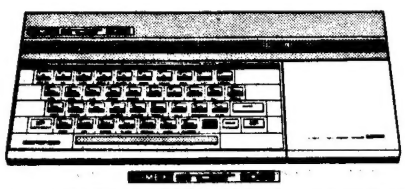
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